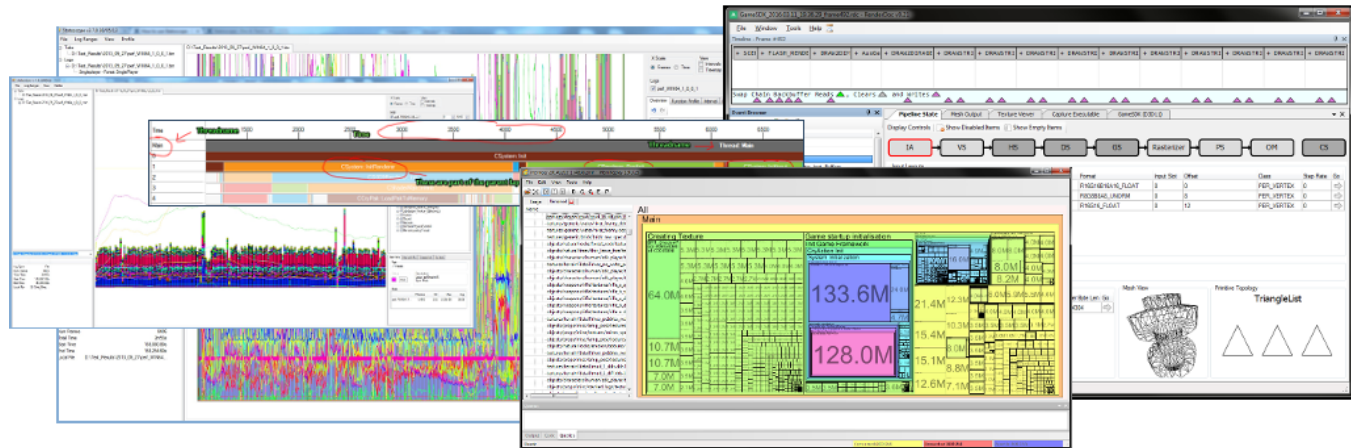


CRYENGINE ships with several complementary tools to assist the development process in tasks such as debugging or optimizing a game. Additionally there are 3rd party tools that are particularly well suited in combination with the engine.



Below you can find documentation with the purpose and usage of the auxiliary tools.

## In This Topic

- [Bootprofiler](#) — An explanation of the Bootprofiler - a tool to measure boot and level loading times.
- [MemReplay](#) — MemReplay helps to detect hidden errors in handling memory which might, in the worst case, cause the application to crash.
- [Statoscope](#) — Statoscope is a tool to plot graphs from data logged on a per-frame basis, such as FPS and number of draw calls.
- [Brofiler](#) — Brofiler is an external profiling tool developed by Vadim Slyusarev.
- [RenderDoc](#) — Graphics debugger with tools for deep analysis of the rendering process and graphics API usage.